

COMMODORE FORCE
SEPTEMBER 1993

LOAD "*",8,1

CREATING 90s READING

© Impact Magazines 1993

Commodore Force September 1993

1.Blues Brothers. (full game)
2.Hacker II (full game)
3.Guadalcanal (full game)
4.Easy Lives (Dropzone,Steet Hassle,Hysteria,
Paperboy,Sidewize)
(cheats for Gameover 2,War,Trap,
Iridis Alpha)
(music rips for Armalite,Citadel,
Jack the Nipper 2)

COMMODORE FORCE
OCTOBER 1993

LOAD "*",8,1

CREATING 90s READING

© Impact Magazines 1993

Commodore Force October 1993

1. Barbarian II (full game)
2. Dan Dare (full game)
3. Sea Command (full game)
4. Scrap of Bagdad(demo)
5. Easy Lives (Nodes of Yesod,Tracer,Bionic Commando, I Ball,Holiday Cops,Mega Apocolypse)

COMMODORE FORCE

DECEMBER 1993

To Load Side 1 Type :- LOAD"**",8,1

To Load Side 2 Type :- LOAD"**",8,1

(c) 1993 Impact Magazines

Commodore Force (Winter) December 1993

1. B-Motion	(full game)
2. Aliens	(full game)
3. Zoids	(full game)
4. By Jove	(Full Adventure)
5. Mayhem In Monsterland	(demo)
5. Easy Lives	(Gryzor, Dan Dare, Darkman, Saboteur2, Blues Brothers, Coolworld)

COMMODORE FORCE

JAN 94

(Reel 25/26)

LOAD"*",8,1

(c) 1993 Impact Magazines.

CREATING 90's READING

Commodore Force January 1994

1.Driller	(full game)
2.Supersprint	(full game)
3.Super Hang-On	(Full game)
4.Easy Lives	(I.n.s.Park Patrol, Rampage,Ghostbusters, Krackout,Arctura)

COMMODORE FORCE

REEL ACTION 27

LOAD"*",8,1

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CREATING 90's READING

COMMODORE FORCE

FEB 94

LOAD"*",8,1

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CREATING
90's
READING

COMMODORE FORCE

WORLD GAMES MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 1

(c) 1994 Impact Magazines.

COMMODORE FORCE

1943 MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 2

(c) 1994 Impact Magazines.


THE
SAMPLER
SIDE A

SIDE A

Gribbly's Special Day Out
Hewson

The Day The Universe Died
Sensible Software

Made in France II
Llamasoft

Revenge II
Llamasoft

Mix-E-Load
Thalamus

The Last Ninja
System 3

Unauthorised Resale Prohibited
1987 [illegible] Ltd

SIDE B

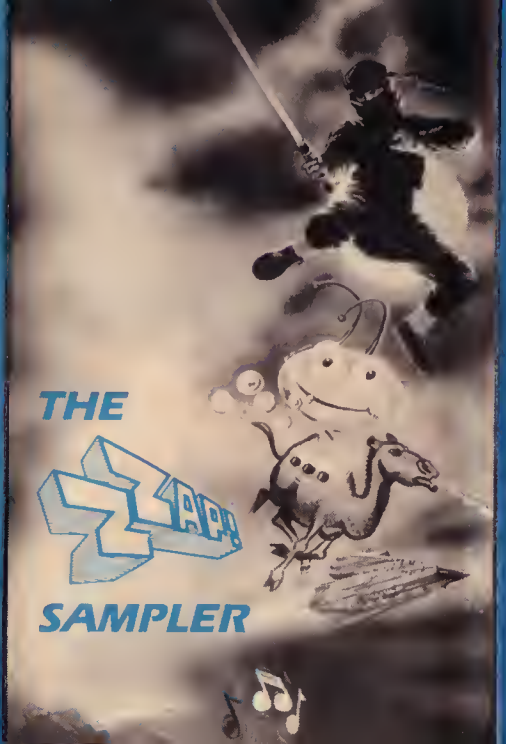
Thalamusic
Rob Hubbard

FILE NAME	COUNTER
GRIBBLY'S	000
SENSIBLE 3D	074
MIF II	099
REVENGE II DEMO	117
DELTA MIXELOAD	165
TLN	190

Use the table provided to note the tape counter position of each demo

THE ZZAP! SAMPLER

TO LOAD: hold down SHIFT and press RUN/STOP



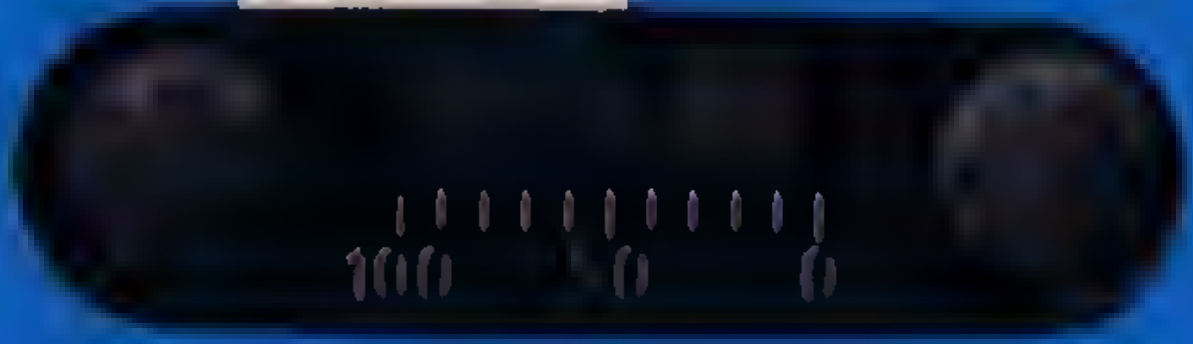
THE ZZAP! SAMPLER

Brought to you in conjunction with . . .

Sensible Software
System 3
Hewson
Jeff Minter
Thalamus
Rob Hubbard

And thanks to Gary Liddon
for his invaluable help – and hindrance . . .

THE ZAP! 64 SAMPLER



Contents: See Centre Pages

SIDE A

Unauthorised Resale Prohibited

© 1987 Newsfield Ltd

Previously unpublished complete game, replaces Katakis due to circumstances beyond our control.

NOT FOR RESALE



© 1988 US GOLD

TIME TUNNEL


THE ZZAP! MEGA-TAPE 2
1988
CYBERNOID 2 AND HAWKEYE

ZZAP! MEGATAPE

CYBERNOID 2 AND HAWKEYE

To try and make up for the disappointment of last month's cassette (and you weren't the only disappointed ones, believe us!), we've got a playable level of one of this Issue's Sizzlers, *Cybernoid 2* and the Gold Medal-rated *Hawkeye* on one cassette – beat that! A level each from two of the best games you'll see this year – and it only cost you 25p more! (mumble, mumble)

CYBERNOID 2 AND HAWKEYE



ZZAP! MEGATAPE



Loading and playing *Cybernoid 2*

OBVIOUS BIT: Put the cassette in the deck, press SHIFT and RUN/STOP on the keyboard and, unless the cassette was wrapped in bacon or you haven't got a 64, the program should begin to load.

NOT SO OBVIOUS BIT: Well, play the level as the review on pages 16-17 explains. Collect as much cargo as possible if you like, but the basic thing is to keep your nose clean and blast everything in sight: there's nothing worse than bogeys getting in the way of a good blast, we always say. But that's not all – pressing the following keys and holding down the fire button makes you a real hard man (or girly)

1. *Bombs*
2. *Time bombs*
3. *Shields* (Limited, mind – so no getting cocky)
4. *Seekers* (but not the 70s pop group)
5. *Bouncers*
6. *Smart Bomb* (er . . . well, it wouldn't be a shmup without a smart, would it?)
7. *Trackers*

So get funky with that joystick and get blasting, babe: pressing fire as normal unleashes a pretty awesome rocket launcher anyway, so what are you worrying about? Look – get on with it, will you, and find out just why we gave it a *Sizzler*.

Loading and playing *Hawkeye*

OBVIOUS BIT: As before – how much more obvious do you want it? Do you want it on a plate with your name on?

NOT SO OBVIOUS BIT: Admit it – did you read that review in issue 40 or not? You'll know, then, just how good we think this game is. That's not going to interest you much, though – if you haven't played it, you'll want to know things like 'run around collecting hidden icons and kill everything'. Well, we're sorry, but space has run out, so you'll just have to discover things for yourself or go out and buy the game.

ZZAP! MEGATAPE 3

Hello, mum. OK, that's the introductions over with, now down to business. This month's cassette features (as if you didn't know already) *Thunderblade* and *Mad Mix*. That's it: probably one of the most popular arcade game conversions this year and a free playable demo of the Pepsi game itself on the other side. That's it really. Load it up and check it out.

THUNDERBLADE
MAD MIX



THE ZZAP! MEGA-TAPE 3





Loading and playing *Thunderblade*

OBVIOUS BIT: Put ye olde cassettee in ye cassettee decke and presse ye keies *RUN/STOP*. Ye program shulde begynne too loade.

NOT SO OBVIOUS BIT: It's really quite simple. In the Sega arcade version and US Gold's conversion there are three sections to *Thunderblade*, all of which require a lot of blasting of enemies: there's the overhead scrolly bit and the overhead 3D bit and the head-on 3D bit. The objective is so simple, even a child which hasn't yet been born could understand them. *BLAST! MAIM! KILL! EAT! ROAST ALIVE!* And when you've calmed down a bit, play the game.

That's it, really: the rest you'll have to find out for yourself (cue diabolical laughter).

Loading and playing *Mad Mix*

OBVIOUS BIT: Place ye othere syde of ye cassettee in ye decke and repeate as ye dyde byfore. I'm going to have to stop taking these 'Turn yourself into a medieval person' pills, aren't I? Oh well, back to editing a magazine . . .

NOT SO OBVIOUS BIT: See the review on page 23! Hahahahaha! Ze basic objective is to eat pills, shoot nasties and generally have a good time. As you can see from that review, we didn't think this game was too hot – but the demo's free, so what are you complaining about? Huh! Some people just *aren't* satisfied with a free playable preview of *Thunderblade* – they just *have* to have a gallon of ice cream and waitress service to go with it. I don't know – what's the world coming to?

Enough of this banter, I've got to go and write my editorial. Load up and enjoy the rich fruits of US Gold's ample loins.


THE ZZAP!
MEGA-TAPE 3
US GOLD/
ZZAP! 1988
THUNDERBLADE
MAD MIX


STAY OUT OF TROUBLE OKAY?
THE ZZAP! MEGA-TAPE 4
ROBOCOP
© OCEAN/ZZAP! 1988
PARALLAX

ROBOCOP
PARALLAX
OCEAN!



THE ZZAP!
MEGA-TAPE 4



Ho ho ho! Hasn't uncle Santa got a surprise for you in the folds of his coat! He's dug deep into his trouser pocket and pulled out a surprise package! Clever old Santa!

Loading and playing ROBOCOP

OBVIOUS BIT: Stick some dynamite in your trousers and light the fuse. This won't load in the cassette, but it will win you lots of friends at parties. Alternatively, you could press *RUN/STOP* on the keyboard with your cassette in the deck. This won't win friends, but it will give you access to one of the best sampler tapes ever.

NOT SO OBVIOUS BIT: Basically, it's just a matter of strolling the streets pumping bullets into any 21st Century thug who points a gun at *Robocop*. You can fire in all directions just by pointing the joystick and pressing fire. Get shot and your armour will be slowly worn away, until the fatal bullet strikes home. Simple as that, really.

Loading and playing PARALLAX

OBVIOUS BIT: Leave me alone, will you – go and read the other one above

NOT SO OBVIOUS BIT: The controls are like this – for more information, read the other bits on this page.

CONTROLS

In Flight
Joystick

DIVE
TURNS ANTI-CLOCKWISE — TURNS CLOCKWISE
CLIMB

Keyboard
Space – Landing Gear Up/Down
F7 – Shields on/off
Return – Display datacards and passwords
Fire – Shoot Lasers

On Ground
Joystick

TAXI FORWARD
TURNS ANTI-CLOCKWISE — TURNS CLOCKWISE
BLAST OFF

Fire – Initiate leaving sequence
Keyboard
Space – Landing Gear Up/Down
F7 – Shields on/off
Return – Display datacards and passwords

On Foot
Joystick

MOVE UP
MOVE LEFT — MOVE RIGHT
MOVE DOWN
Fire – Shoot Stun Gun (if carried)

THE ZZAP!
MEGA-TAPE 4


ZZAP! MEGATAPE 8! 2 ENTIRE MEGA-GAMES!
DAT SIDE: GALAX-I-BIRDS (Sensible Software)
DIS SIDE: FELIX (Elite)
©ZZAP! 64 LTD
1990

MAMMOTH MEGATAPE 10!

MAMMOTH MEGATAPE 10

© ZZAP! 64 LTD 1990

MAMMOTH MEGATAPE

10



FOXX FIGHTS BACK
CREATURES
TORTURE DEMO
SCORPION
MONSTER MUNCH



zzap! 64 megatape 10 is not only big but **MAMMOTH!** so there!

A. FOXX FIGHTS BACK / CREATURES TORTURE DEMO

B. SCORPION / MONSTER MUNCH



MAMMOTH MEGATAPE 10!

For Your Commodore C64!

ZZAP! MEGATAPE 10!



Have a ball with

SUPERCUP FOOTBALL

EXCLUSIVE! WORK-IN-PROGRESS

DREAMRAIDER

Jeff Minter's wacky

REVENGE OF THE MUTANT CAMELS

Kevin Murphy's

THRUSTABALL

Packaging and contents © ZZAP! Ltd, not to be sold without magazine
● DREAMRAIDER © 1991 Technodream ● REVENGE OF THE MUTANT CAMELS © Jeff Minter ● SUPERCUP FOOTBALL © 1988/1991 Hodgkins Ltd T/A 21st Century Entertainment ● THRUSTABALL © 1991 Kevin Murphy

LOADING INSTRUCTIONS

Set up your **64/128** as shown in your user manual and remove all additional cartridges and peripherals. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away! Send it back to **Martech**, **ZZAP!** Tape Offer, **Martech House**, **Bay Terrace**, **Pevensey Bay**, **East Sussex**, **BN24 6EE**. Please state clearly the **Megatape** you require and the machine you own.

A working **Megatape** will be replaced by return of post.

(May 91/Issue 74)

ZZAP! MEGATAPE 19!









A

SEE CASSETTE INLAY FOR DETAILS



Violent Future-sport

BOUNCES

Supersonic Arcade Puzzler!

FLIK FLAK

Steamy Train sim!

SOUTHERN BELLE

Weirdo Shoot-'em-up!

OUTTAKE TWO

Packaging and contents © ZZAP! Ltd not to be sold without magazine
● BOUNCES © 1986 Denton Designs ● SOUTHERN BELLE © 1985/1991 Nestgrand Ltd T/A 21st Century Entertainment 1985/1991 ● FLIK FLAK © 1991 Mark Needham ● OUTTAKE TWO © 1991 Shaun Pearson

● zzap! 64 the jam inside the doughnut! (but it may be the

ZZAP! MEGATAPE 20!

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and live objects. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***Newsfield, ZZAP! Tape Clinic JUNE (74), Ludlow, Shropshire SY8 1JW.***
A working **Megatape** will be returned to you!

read all
the
software
of the
year
first!

ZZAP! MEGATAPE 20!



SEE CASSETTE INLAY FOR DETAILS

For Your Commodore C64!

ZAP MEGATAPE



SPY VS SPY

Awesome Adventure Strategy

DOOMDARK'S REVENGE

Superb Playable Demo

TERMINATOR 2

Fun Reader's Game

GAME MASTER

Packaging and contents © ZZAP! 64 not to be sold without magazine

● DOOMDARK'S REVENGE © 1986 M.B. Singleton Software ● SPY VS SPY © 1991 Software Business Ltd ● TERMINATOR 2: JUDGMENT DAY DEMO © 1991 Ocean Software Limited ● GAME MASTER © 1991 R. Hawkins

● ZZAP! 64, The Old Rectory, Castle Dyke, Richmond, North Yorkshire, DL10 4JW ●

ZZAP! MEGATAPE 22

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and freshwater crustations. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***Newsfield, ZZAP! Tape Clinic JUNE (78), Ludlow, Shropshire SY8 1JW.***

A working **Megatape** will be returned to you!

...zapl 64
...is the
...tape in
...Amiga
...cata

ZZAP! MEGATAPE 22!



SEE CASSETTE INLAY FOR DETAILS

For Your Commodore C64!

MEGAPACK 3

MRS MOP

"Spills' down' everyt

TRASHMAN

Empty them bins!

BLACK KNIGHT pt 1

Terrifying text adventure

ELVIRA II

Spine-chilling rolling demo

Packaging and contents © Europress Impact. Not to be sold without magazine. ● MRS MOP © 1992 PAL Developments. ● TRASHMAN © 1992 Grandslam. ● BLACK KNIGHT © 1988 Mandy Rodrigues. ● ELVIRA II © 1992 Flair.

ZZAP! MEGATAPE 28!

LOADING INSTRUCTIONS

Slap the tape into your datacorder, and press **shift/runstop**. Whack down the play button, and follow all on-screen prompts — easy, in'it?

Tape Trubs?

Every month we tell people to send faulty tapes back to spool, but there's always one or two plonkers that send it to us. DON'T DO IT — send it to:

ZZAP! Megatape 28 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU.

Cheers.

zzapl.bt is the loading chainsaw of the c64 world!

ZZAP MEGATAPE 28!

A







The best

© Europress Impact 1992

ZAP!

MEGATAPE

thirty two

JEEP COMMAND

HAGAR DEMO

TIME TRAX

BURGER CHASE

ALL NEW GAMES!

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◆ ZAP! ◆


Europress
Impact
1991

ZAP!

MEGATAPE thirty three

VIORIS

ADVENTURE PART 1

SNACK MAN

CREATURES 2 DEMO

ENDGAME

HEAD

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● ZAP! Megatape 33 ● Only Official Megatape of the Cult World ●

ZZAP MEGATAPE 33!





THIS SIDE 1. VIONIS 2. LA ADVENTURE

THAT SIDE 1. SNUCK MAN 2. CREATURES 2 DEMO

33!

CREATURES 2 DEMO



- This is the big one — Thalamus' 97% corker!

TETRIS

- Superb PD puzzler!



LA ADVENTURE

- Classic Californian head-scratcher!

SNACK MAN

- Another great PD classic!



TAPE INFO

Tetris

000

LA Adventure

Snack Man

000

Creatures 2 Demo

LOADING INSTRUCTIONS

Follow the loading instructions on your 464 manual. Get your cassette rig and then — hit SHIFT & RUN"DISC and press play.

DODGY DUPLICATION?

If your Megatape isn't up to scratch, send it to: Alien Action Video Ltd, Aldworth Headfield 14, Telford, Shropshire TF7 4QD.

Don't send it back to us — no really, **DON'T SEND IT BACK TO US**, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Alien anyway!

32!

HAGAR DEMO

- Perilous platformer from DM!



TIME TRAX

- High-speed historical hell — will you survive?



JEEP COMMAND

- Four-wheeled thriller — great stuff!





BURGER CHASE

- Don't laugh, give it a go — it's fun!

TAPE INFO

Hagar Demo

Time Trax

000

Burger Chase

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2 GREAT GAMES!
FIREFLY
TRANTOR
2 SKILL DEMOS!
NINJA REMIX
THE LAST NINJA 3



COMMODORE FORCE
OCTOBER 1993

LOAD "*",8,1

CREATING 90s READING

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Commodore Force October 1993

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(c) 1993 Impact Magazines

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REEL ACTION 27

LOAD"*",8,1

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CREATING 90's READING

COMMODORE FORCE

FEB 94

LOAD"*",8,1

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CREATING
90's
READING

COMMODORE FORCE

WORLD GAMES MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 1

(c) 1994 Impact Magazines.

COMMODORE FORCE

1943 MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 2

(c) 1994 Impact Magazines.

The ZZAP! Mega-Tape 5 The ZZAP! Mega-Tap



Loading and playing ZIG ZAG.
Okeydokey. You cannot play this game properly unless your name is Jim Bowen. To ensure you achieve this successfully, shout SUPER, SMASHING, YOU'VE HAD A NICE DAY WITH US, GREAT, LOVELY, KEEP OUT OF THE BLACK AND INTO THE RED, YOU GET NOTHING IN THIS GAME FOR TWO IN A BED, SUPER. Feeling better? Now stick on your cassette and press SHIFT and RUN STOP, then PLAY. Super.

OK, you're training in the Matrix of Zog and need to find all 8 crystals or else all your hair falls out and everybody laughs at you and never ever speaks to you again 'cos you smell. Manoeuvre your craft through all the timelocks, traps and deflektors, to get them. And don't forget the odd trip to the shops. Keys as follows:

f1 - input code
f3 - toggle music/sound effects
f5 - reverse joystick/normal
f7 - brain teaser/zapper (cheat)

Joystick in port 2. Press space bar to select extra powers. Press fire to use.

Loading and playing PHOBIA

Dead easy this. Just load it in in the usual way, grab hold of your joystick and press the fire button A LOT. That's the way of turkey escalopes, Morris.

Loading THE MUSIC DEMO

Yeeha! To listen to the Axeman's very own demo, follow the normal loading procedure. Press keys 1-5 to access the different bits. And very topical it is too.

P! Mega-Tape 5 The Z a-Tape 5 The


THE ZZAP! MEGA-TAPE 5

ZZAP! MEGATAPE 6 IS HERE!

What you want, is what you get with your friendly neighbourhood, listening magazine – ZZAP! 64/Amiga. As soon the results of President Stu's Poll came flooding in, we knew it there was a vast majority for another Megatape. The Scarelord immediately began phoning up software people and making offers they could not refuse – ie give us all your games or I'll have you beamed up on my spaceship and deposited on Mercury without a spacesuit!

First to succumb to a sudden fit of generosity was Dave Birch of Thalamus – the software house which brought you *Retrograde*, *Armalyte*, *Hawkeye*, and *Sanxion*. The most consistent producer of mind-blowing shoot-'em-ups incredibly offered the Sizzling *Sanxion* for the tape. This was the debut product of Finnish programming genius Stavros Fasoulas and met with instant acclaim from the ZZAP! team, earning 93% and a well deserved Sizzler. A horizontally-scrolling shoot-'em-up with a novel overhead view radar scanner, *Sanxion* was described by Julian Rignall as 'one of the most impressive and playable shoot-'em-ups I've seen'.

The second software person to offer a game was Pam Griffiths of the astoundingly successful Ocean, which with the help of a brace of Sizzlers and Gold Medals, has grabbed almost a third of software sales. The massive Mancunian conglomerate has a long history extending from Daley Thompson's *Decathlon* to *F-29 Retaliator*. Currently dominating the charts with the brilliant *Rainbow Islands*, *Batman: The Movie*, and evergreen *RoboCop*, Ocean enjoy the enviable position of massive commercial and critical success. A shining part of their history was the link with programmers' *Denton Designs* who produced the 'unusual, visually stimulating and highly entertaining shoot-'em-up' *Mutants*. Julian Rignall (again) called it 'an essential purchase' and it won a Sizzler with 90%.

Full instructions for both games are on pages 27-28.

After such an amazing, double A-side shoot-'em-up spectacular Megatape, the only question is what can ZZAP! provide for the next Megatape? The Scarelord is already applying his unique pressure to the software houses, and rumours abound of an even more amazing Megatape on the very next issue. One thing's for sure, ZZAP! 62 is going to be a complete sell-out so you better make sure you get your copy!



▲ Thalamus' fantastic Sizzler shoot-'em-up, *Sanxion*.



▲ One of the many varied levels in Ocean's *Mutants*, a Sizzler requiring some careful tactics!

ZZAP! MEGATAPE 6

2 COMPLETE SIZZLERS

GAUNTLET (Tynesoft) & MUTANTS (Domark)



© ZZAP! 64 LTD 1990

ZZAP! MEGATAPE 7! 2 COMPLETE MEGA-GAMES!

DIS SIDE: **OH NO!** (Sensible Software)

DAT SIDE: **DOMINION** (Thalamus)



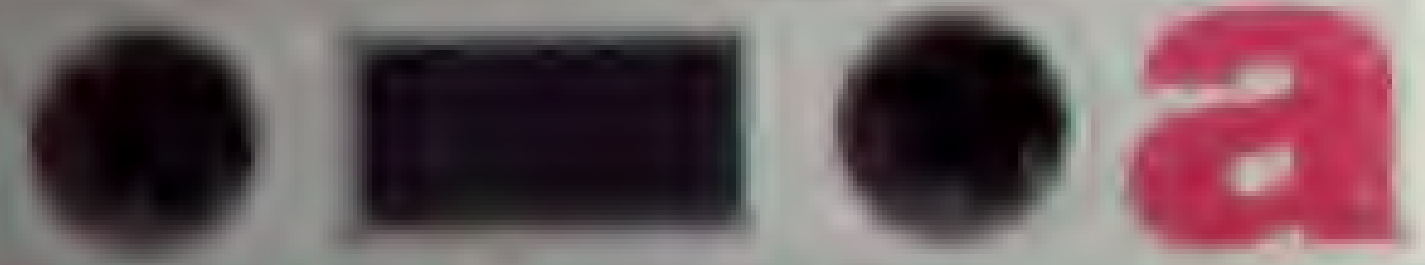


©ZZAP! 64 LTD 1990

SIDE B: C64 ONLY!

ZZAP! MEGATAPE 9!

STARTING SOMETHING BIG!



A: MIRAGE (Demon Designs)

B: RICKY'S DIAMONDS (Atlantis Gold)


RIMRUNNER
(PALACE)
SWIV
(STORM)
MAGNIFICENT MEGATAPE II


A. TUNNEL VISION (Hewson)
ROLLIN' (Atlantis)
B. HACKER 2 (Activision)
CONNECT 4 (Atlantis)
ZZAP! 64
1990
RUDOLPH'S MEGATAPE 12

RUDOLPH'S MEGATAPE 12

RUDOLPH'S MEGATAPE 12

RUDOLPH'S MEGATAPE 12

12

RUDOLPH'S MEGATAPE 12

SIDE ONE:
Tunnel Vision
by Hewson
Rollin'
by Atlantis

SIDE TWO:
Hacker Two
by Activision
Connect Four
by Atlantis

All respective copyright information on the games included on this cassette can be found on pages 23/24 of **Zzap! 64** magazine, issue number **68**

RUDOLPH'S MEGATAPE 12

12

TUNNEL VISION

● (Hewson)

Plug in your computer, load *Tunnel Vision* and grab your joystick! You are about to enter the 22nd century where the favourite pastime is for spaceships to be locked in martial combat electromagnetically suspended inside a holographically projected tunnel in outer space. The aim is to capture an orb whilst avoiding another challenger, and other craft, and then to race along the tunnel with it to the goal.

Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player.

CONTROLS

You control your ship with the joystick. Player one's joystick should be plugged into PORT 2 and (if a two-player game is chosen) player two's joystick into PORT 1.
NB: Once the program has loaded it may be necessary to press RESTORE to get things started.

The top half of the screen is devoted to player one's view of the action and the bottom half is for player two or a computer opponent.

Accelerate = joystick forward
Decelerate = joystick back
Right = joystick right
Left = joystick left

The fire button releases a laser bolt or activates the tractor beam if your ship is targeted on the orb. To reverse your direction in the tunnel, first decelerate until your speed is zero, then let the joystick return to its central position so that you are neither trying to accelerate or slow down. Then pull the joystick back once again and your direction will reverse.

GAMEPLAY

Your position in the tunnel is shown by a flashing black dot on the plan view of the tunnel on your half of the screen.

The direction you are travelling in is shown by the left of the two arrows at the top of the tunnel map.

The direction of the orb is shown by the red arrow to the right of yours and its position is shown by a flashing red sector of the tunnel map.

The position of the goal is shown by a bar at right angles to the path of the tunnel on the map.

Fuel is shown at the bottom of your screen.

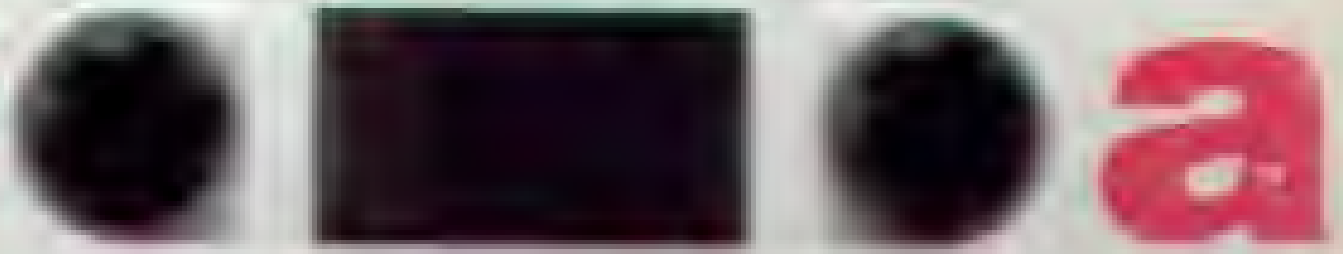



Wrath of the demon demo (Imagine)
Valnar's lair (Atlantis)
Ben Nevis demo (Ocean)


side a
side b
sept
1991
FABULOUS MEGATAPE 14!


DRACONUS (zeppelin/OCEAN) CONQUEROR (newsoft)
ZYBEX (zeppelin) 3D LUNATTACK (hewson)
megatape 15!

a. back to the future 3 demo
wizard warz
b. winter camp demo
bombuzal



© zzap! 1991

a

the megatape 16

side one:

quake demo one (title sequence / level 1)

side two:

sleye (hewson)'s music demo (valley level)



magic megatape 17

For Your Commodore C64!

ZAP!

MEGATAPE

Hewson's

STEEL

Shaun Pearson's

SHOTAWAY

ZAP! MEGATAPE

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● **SHOTAWAY** © 1991 Shaun Pearson ● **IRIDIS ALPHA** © 1988 Hewson Ltd and © Nexgrand Ltd T/A 21st Century Entertainment 1988 ● **SPELLCAST** © 1991 Genesis Software Development ● **STEEL** © 1988 Hewson Consultants Ltd

ZZAP! MEGATAPE 18!

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and bananas. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***Newsfield, ZZAP! Tape Clinic JUNE (74), Ludlow, Shropshire SY8 1JW.***
A working **Megatape** will be returned to you!

ZZAP! MEGATAPE 18!







A

SEE CASSETTE INLAY FOR DETAILS

For Your Commodore C64!

ZAP! MEGATAPE 3

The all-time classic

LORDS OF MIDNIGHT

Stunning playable demo

RUBICON

Futuristic blaster

POWERAMA

Hilarious playable demo

WINTER CAMP

Packaging and contents © ZAP! Ltd not to be sold without Megatape 3

• LORDS OF MIDNIGHT © 1984 M.B. Singleton Software • RUBICON © 1991 Newground Ltd T/A 21st Century Entertainment • POWERAMA © 1987/1991 Newground Ltd T/A 21st Century Entertainment • WINTER CAMP © 1991 Thalamus Ltd

ZAP! MEGATAPE 3

ZZAP! MEGATAPE 21!

LOADING INSTRUCTIONS

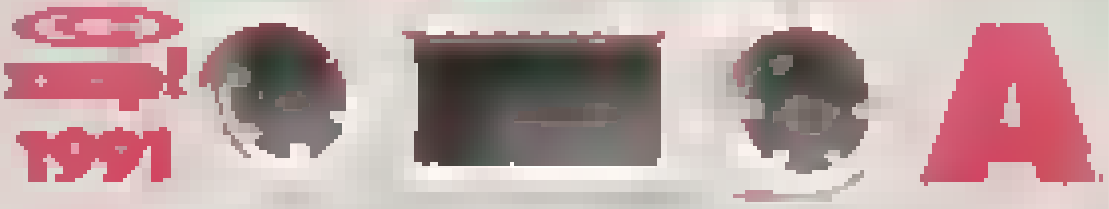
Set up your **C64/128** as shown in your user manual and remove all external cartridges and small children. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***Newsfield, ZZAP! Tape Clinic JUNE (77), Ludlow, Shropshire SY8 1JW***

A working **Megatape** will be returned to you!

zzap! 64
tape
clinic
the
clinically
perfect

ZZAP! MEGATAPE 21!



SEE CASSETTE INLAY FOR DETAILS

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and illegal reading literature. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***Europress Impact, ZZAP! Tape Clinic JUNE (79), Ludlow, Shropshire SY8 1JW***

A working **Megatape** will be returned to you!

For Your Commodore C64!

ZAP MEGATAPE

BOULDERDASH IV: The Game
SPY VS SPY II: The Island Caper
BOULDERDASH IV: The Construction Kit

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- BOULDERDASH IV CONSTRUCTION KIT © 1991 Software Business
- SPY VS SPY II © 1991 Software Business

Should this have dropped the plastic bag?


ZZAP MEGATAPE 23!
A
© Europress Impact 1991

For Your Commodore C64!

ZZAP! MEGATAPE 24

ZZAP! MEGATAPE 24

PARADROID
The greatest game ever!

RAINBOW
Brain-boggling fun!

SPY VS SPY III
Hilarious Arctic antics!

DOUBLE DRAGON III
Superb playable demo!

Packaging and contents © Europress Impact. Not to be sold without magazine. ● PARADROID © 1991 21st Century Entertainment ● RAINBOW © 1991 Mika Kortelainen ● SPY VS SPY III © 1991 Software Business ● DOUBLE DRAGON III © 1991 The Sales Curve

Load instructions on the flipside (read!)

ZZAP! MEGATAPE 24!

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and dead Czachoslovakian publishers. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***ZZAP! Megatape 24 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU.*** A working **Megatape** will be returned to you!

zzap! 64 is the Bernard Manning of the c64


ZZAPMEGATAPE
A
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ZZAP! MEGATAPE 25!

LOADING INSTRUCTIONS

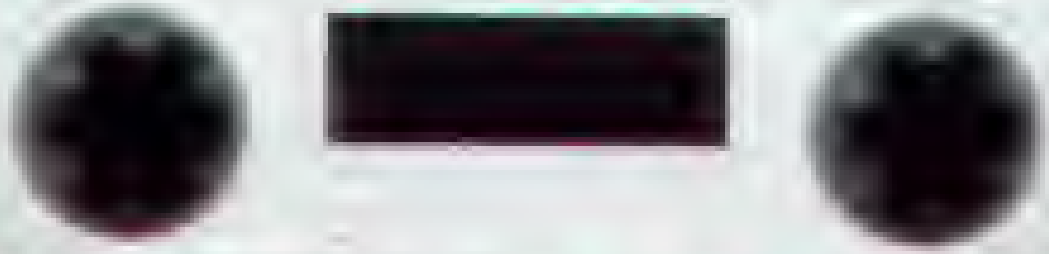
Set up your **C64/128** as shown in your user manual and remove all external cartridges and ex-presidents of the Soviet Union. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***ZZAP! Megatape 25 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd, CH5 2NU.*** A working **Megatape** will be returned to you!

zzap! 64 is the disneyland of the c64 world!

ZZAP! MEGATAPE 25!





The best
magazine
around
Every
month!

© Europress Impact 1992



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ZZAP! MEGATAPE 26!

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and inital aids. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts.

Should your **Megatape** prove faulty, don't throw it away, send it back to ***ZZAP! Megatape 26 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd, CH5 2NU.*** A working **Megatape** will be returned to you!

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Users
reproduction
of this C64
strictly


ZZAP!MEGATAPE 26!
A
The best
megatape
around
Every
month
© Europress Impact 1992

ZZAP MEGATAPE 27

A

The best megatape edited Every month

© Europress Impact 1992

For Your Commodore C64!

ZZAP! MEGATAPE 27

URIDIUM
Low-level spaceship strafing!

YABBA DABBA DOO
It's the Flintstones!

SPACE GUN
The whole of level 1!

KALEIDOGRAPH
Make pretty patterns!

ZZAP! MEGATAPE 27

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● zzap! 64: the hat on the head of Uncle Sam!

ZZAP! MEGATAPE 27

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and colostomy bags. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key then press **PLAY** on the tape deck. Follow all on-screen prompts. Should your **Megatape** prove faulty don't throw it away, send it back to ***ZZAP! Megatape 27 Returns, Spool Duplication, Unit 3D, Deeside Industrial Park, Clwyd, CH5 2HU.*** A working **Megatape** will be returned to you. **DON'T FLIPPIN' SEND IT TO THE ZZAP! OFFICE** 'coz it'll take a lot longer to come back!!!!

zzap! 64 is the apple dough[illegible] of the 64 world!

MEGA MAN
WILY'S REVENGE
MEGA MAN
ROCK & BASS
SUPER ADVENTURE ROCKMAN
SUPER FAMICOM
MEGA MAN X
SUPER FAMICOM
MEGA MAN X2
SUPER FAMICOM
MEGA MAN X3
SUPER FAMICOM
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ZZAP! MEGATAPE 29

LOADING INSTRUCTIONS

Slap the tape into your datacorder, and press **SHIFT** and tap the **RUN/STOP** key. Whack down the play button, and follow all on-screen prompts — easy, in'it?

Tape Trubs?

Every month we tell people to send faulty tapes back to spool, but there's always one or two plonkers that send it to us. DON'T DO IT — send it to: ***ZZAP! Megatape 29 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU.*** Cheers.

ZZAP! 64 is the Xerox of the C64 world


ZAP MEGATAPE
© Europress Impact 1992

Super Mega Ultra Awesome Arcade Action!

Zzzap! Blast 'em! Beam Up! Power Up!

Blast those freaky aliens with your super-charged laser cannon as you battle your way through eight mega-mean screens of arcade mayhem!

Zzzap! Blast 'em! Beam Up! Power Up! is an explosive, addictive, all-action, all-machine-code, arcade game for the Commodore 64 that will have you glued to your joystick for hours on end.

Super Mega Ultra Awesome Arcade Action! Limited. Gymnasium Drive – 29 Gymnasium Drive – Gymnasium Heights – Gymnasium Park – Gymnasium Valley

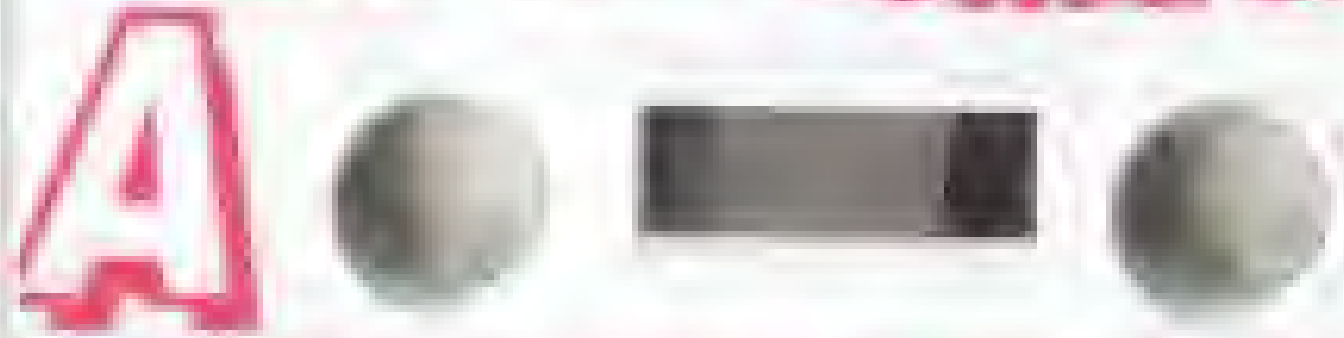
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ZZAP! MEGATAPE 30!

LOADING INSTRUCTIONS

Set up your **C64/128** as shown in your user manual and remove all external cartridges and cobblerry bags. If using a **C128** ensure the machine is in **64K** mode. Insert the **Megatape** into the tape deck. Press **SHIFT** and tap the **RUN/STOP** key, then press **PLAY** on the tape deck. Follow all on-screen prompts. Should your **Megatape** prove faulty, don't throw it away, send it back to **ZZAP! Megatape 30 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd, CH5 2NU.** A working **Megatape** will be returned to you. **DON'T FLIPPIN' SEND IT TO THE ZZAP! OFFICE** 'coz it'll take a lot longer to come back!!!

ZZAP MEGATAPE 30



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ZAP!

MEGAMAG one

DETECTIVE

Head-scratching, mind-bending fun!

TIP 2

Don't be a square — have a slice of this pie!

BATTLE BARS

Ballistic sticky pong with a difference!

L.A. ADVENTURE

Calamity in celluloid — it's a riot!

ZAP! MEGATAPE 31!

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● DETECTIVE © 1992 Grandslam Video. ● TIP 2 © 1992 Grandslam Video Ltd.
● BATTLE BARS © 1992 Electric Brains Ltd. ● L.A. ADVENTURE © 1992 W. Quinn ● OUTSIDE OUT © 1606 Phil King

ZZAP! MEGATAPE 31!

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? Oh, all right, press SHIFT and RUN/STOP together, press PLAY on your datasette and follow all on-screen prompts.

RINGING IN THE CHANGES!!!!

If your Megatape isn't up to scratch, don't send it to Spaal! Our new duplicators can be found at: **Alien Audio Video Ltd, Norcourt, Hatfield 14, Telford, Shropshire TF7 4QD.** Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Alien anyway!

Enterprise Impact 1882

ZZAP!

MEGATAPE thirty one

DETECTIVE — Don't be a square! Have a slice of this pie!

BATTLE BARS — Robotic power pong with attitude. Great stuff!

L.A. ADVENTURE — Calamity in California — it's a riot!

Heads-scratching, mind-bending fun!

ZZAP! MEGATAPE 31!

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● DETECTIVE © 1992 Grandslam Video. ● [illegible] © 1992 Grandslam Video Ltd.
● BATTLE BARS © 1992 Electric Brains Ltd. ● L.A. ADVENTURE © 1992 W. Quinn ● OUTSIZE GUT © 1605 Phil King.

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ZZAP! MEGATAPE 31!

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? Oh, all right, press SHIFT and RUN/STOP together, press PLAY on your datasette and follow all on-screen prompts.

BINGING IN THE CHANGES!!!

If your Megatape isn't up to scratch, don't send it to Spooll Our new duplicators can be found at: **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.**

Don't send it back to us — no really. DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Ablex anyway!

...your C64 ...to the ...largest ...video and ...manual ...in the C64 ...world


ZYNAPS
© Europress Impact 1992

ZZAP! MEGATAPE thirty four

STORMLORD

GALAXIANS

RANARAMA

TERMINAL CITY

ZZAP MEGATAPE 34!

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zzapt 64: the life at the end of the jungle! TOTALLY!

ZZAP! MEGATAPE thirty five

COPS

QUIX

ATALAN

TUSARI

ZZAP MEGATAPE 35!

35!

QUIX

- A PD rave from the grave — you'll dig it!



COPS

- Scorchin' reader's game — 'ello, 'ello, 'ello!



ATALAN

- Head-scratchin' mayhem from the Probe team



TUSARI

- Is this the best reader game ever written?



TAPE INFO

Coin

000

Quix

Atalan

000

Tusari

LOADING INSTRUCTIONS

Follow the loading instructions in your CU manual. Like you normally do anyway — we don't have any more to say.

DODGY DUPLICATION?

If your Megatape won't up in scratch, send it to: Ablex Audio Video Ltd, Harmount House, Unit 14, Tenford, Shropshire TF7 4QD.

Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Ablex anyway!

34!

GALAXIANS

- A right blisterin' blast from the dawn of time



STORMLORD

- Epic arcade-adventure



RANARAMA

- The thinking man's Gauntlet — great stuff!

TERMINAL CITY

- Hard 'n' fast — a real humdinger!

TAPE INFO

Galaxians

000

Ranarama

000

Terminal City

LOADING INSTRUCTIONS

Follow the loading instructions in your CU manual. Like you normally do anyway — we don't have any more to say.

DODGY DUPLICATION?

If your Megatape won't up in scratch, send it to: Ablex Audio Video Ltd, Harmount House, Unit 14, Tenford, Shropshire TF7 4QD.

Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Ablex anyway!


ZZAP MEGATAPE 34!
THIS SIDE 1: STORM LORD 2: GALAXIAN
THAT SIDE 1: PANARAMA 2: TERMINAL CITY


ZAP MEGATAPE 35!
©
1989
THIS SIDE 1. COPS 2. QUIX
THAT SIDE 1. ATALAN 2. TUSARI


ZZAP!
MEGATAPE
thirty seven
HALLAX
THE CASE OF THE MIXED UP SHYMER
BREAKDOWN
FRENZY
ZZAP MEGATAPE 37!
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ZZAP!
MEGATAPE
thirty six
SILKWORM
NINJA WARRIORS
ZZAP MEGATAPE 36!
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37.

THE CASE OF THE MIXED-UP SHYMER

- Ace adventure — so cute you'll puke!

FRENZY

- Another weird-and-wild reader game!



HALLAX

- Blinding brick-busting blitz





BREAKDOWN

- Marvellous monster masher

TAPE INFO

Hallax

000

Shymer

Breakdown

000

Frenzy

LOADING INSTRUCTIONS

DODGY DUPLICATION?

36.

SILKWORM

- Rip-roaring shoot-'em-up from Storm.





NINJA WARRIORS

- (Actually starts on Side One after *Silkworm*, later levels on side Two of tape). Martial-arts mayhem — can you survive?

TAPE INFO

000

Ninja Warriors Extra Levels

000

LOADING INSTRUCTIONS

DODGY DUPLICATION?

ZZAP! MEGATAPE 36

HAVE FUN!



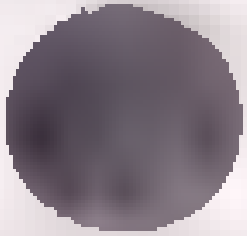


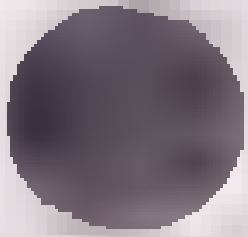
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ELITE SYSTEMS LTD

A: SILKWORM
B: NINJA WARRIORS

A: HALLAX PLUS SHYMER
B: BREAKDOWN PLUS FRENZY

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TURBOFREAK
IMPACT





HAVE
FUN!

ZZAP! MEGATAPE 37


REEL ACTION

COMMODORE FORCE

SUPER KONG
BULLY'S SPORTING DARTS DEMO
THESEUS AND THE MINOTAUR
FRUITBANK

REEL ACTION #2

COMMODORE FORCE REEL ACTION #2

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COMMODORE FORCE

CONTINENTAL CIRCUS
LEMMINGS DEMO
GEMINI WING

REEL ACTION #1

COMMODORE FORCE REEL ACTION #1

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● CONTINENTAL CIRCUS & GEMINI WING © 1992 THE SALES CURVE.
● LEMMINGS DEMO © 1992 PSYGNOSIS LTD.

COMMODORE FORCE



SUPER KONG
Blinding classic platformer

BULLY'S SPORTING DARTS DEMO
Playable preview of Alternative's top-flight darts sim.



THESEUS AND THE MINOTAUR, PART 1
Ace adventuring, and that's no bull!

FRUIT BANK
Play all day and not lose a penny!



REEL ACTION #2

TAPE INFO

Super Kong
000
Bully's Demo
Theseus, Part 1
000
Fruit Bank

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit Shift & Run/Stop, and press play!

DODGY DUPLICATION?

If your tape won't load, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

Don't return it to us! All tapes sent to the COMMODORE FORCE office are just forwarded to Ablex, so if you ignore these desperate pleas you'll only get a longer wait!

COMMODORE FORCE



CONTINENTAL CIRCUS
The snazziest racer around!

LEMMINGS DEMO
Exclusive sneak preview of Psygnosis's suicidal smash!



GEMINI WING
Brilliant blast-'em-up action

REEL ACTION #1

TAPE INFO

Continental Circus
000
Lemmings Demo
Gemini Wing
000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit Shift & Run/Stop, and press play!

DODGY DUPLICATION?

If your tape won't load, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

Don't return it to us! All tapes sent to the COMMODORE FORCE office are just forwarded to Ablex, so if you ignore these desperate pleas you'll only get a longer wait!

A: SUPER KONG/BULLY'S SPORTING DARTS DEMO
B: THESEUS AND THE MINOTAUR/FRUITBANK

© 1992
EUROPRESS
IMPACT







REEL ACTION #2

COMMODORE FORCE

THESEUS AND THE MINOTAUR, PART 1

Ace adventure from Tony Collins



MAGIC RUFUS Demo

Amazing arcane arcade adventure!



RELAX!

Nothing to do with Frankie Goes To Hollywood

SNOWBALL SUNDAY

A 'Merry Xmas' from Ash & Dave



TAPE INFO

Theseus

000

Magic Rufus

Relax!

000

Snowball Sunday

REEL ACTION #4

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — try and a nursery, and press play. Still can't manage it? Buy a cassette, they're ideal for beards who can't use keyboards.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to, ***Ablex Audio Video Ltd, Harcourt, Hawesfield 14, Telford, Shropshire, TF7 4QR***

Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** Don't be like poor old Fred — we don't keep spare megaslaps here at COMMODORE FORCE, so all we'll do is send them on to Ablex anyway!

COMMODORE FORCE

FIRST STRIKE

Ace airborne shoot-'em-up



DUEL CASSETTE 2

Music demo from Ash & Dave



MONSTERS

Rip-roaring reader game — classic stuff!

EASY LIVES

Brill pokes program!



TAPE INFO

First Strike

000

Duel Cassette 2

Monsters

000

Easy Lives

REEL ACTION #3

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — try and a nursery, and press play. Still can't manage it? Buy a cassette, they're ideal for beards who can't use keyboards.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to, ***Ablex Audio Video Ltd, Harcourt, Hawesfield 14, Telford, Shropshire, TF7 4QR***

Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** Don't be like poor old Fred — we don't keep spare megaslaps here at COMMODORE FORCE, so all we'll do is send them on to Ablex, anyway!

COMMODORE FORCE

THESEUS AND THE MINOTAUR PT.2
MAGIC RUFUS DEMO
RELAX!
SNOWBALL SUNDAY

REEL ACTION #4

COMMODORE FORCE REEL ACTION #4

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COMMODORE FORCE

FIRST STRIKE
DUEL CASSETTE 2
MONSTERS
EASY LIVES

REEL ACTION #3

COMMODORE FORCE REEL ACTION #3

PACKAGING AND CONTENTS © EUROPRESS IMPACT LTD. NOT TO BE SOLD WITHOUT THE MAGAZINE OTHERWISE YOU'LL BE IN REAL BIG TROUBLE OKAY?
OH, AND DON'T TRY SELLING THIS A T ANY CAR BOOT SALES WITHOUT THE MAG EITHER!


REEL ACTION #3
© 1992
IMPACT
LOADING
GUARANTEED
A: FIRST STRIKE/MONSTERS
B: DUEL CASSETTE 2/EASY LIVES


A: TWEENIES AND THE MOUNTAIN PT. 2/SNOWBALL SUNDAY
B: MAGIC RUFUS DEMO/RELAX!
© 1992
LOADING
REEL ACTION #4

COMMODORE FORCE

OVERLANDER

Get the pedal to the metal with this ace racing blaster!

GROUND SNIPE

Curious shoot-'em-up that'll keep you playing for hours.

DANGER — ADVENTURER AT WORK

You'll need all your wits about you for this ace Simon Avery adventure!







TAPE INFO

Overlander

000

Ground Snipe

DAAW

000

REEL ACTION #6

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD.

We don't keep spare cassettes in the office, so don't send it back to us. All we can do is send it to Ablex anyway, so you'll only have to wait longer for your tape.

COMMODORE FORCE

SABOTEUR 2

This time it's for real... are you tough enough?

BATTY

Brilliant bat 'n' baller — one whack and you're hooked!!

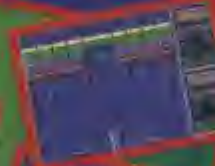
SHARDS OF INOVAR

Great graphic adventure from The Guild!

EASY LIVES

Our very own game tamer!







TAPE INFO

Saboteur 2

000

Batty

Overlander

000

Easy Lives

REEL ACTION #5

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD.

We don't keep spare cassettes in the office, so don't send it back to us. All we can do is send it to Ablex anyway, so you'll only have to wait longer for your tape.

REEL ACTION #6

COMMODORE FORCE REEL ACTION #6

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REEL ACTION #5

COMMODORE FORCE REEL ACTION #5

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REEL ACTION #5

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EUROPRESS
IMPACT



LOADING GUARANTEED!

A: SABOTEUR 2/BATTY
B: SHARDS OF INOVAR/EASY LIVES


REEL ACTION #6

COMMODORE FORCE

H.A.T.E.
BRILLO BLAST. YOU'LL HATE IT — NOT!

ENERGEM ENIGMA
HEAD-SCRATCHIN' ADVENTURE. ARE YOU SMART ENOUGH?

VENOM
POISONOUS PUZZLER FROM CLIVE WILSON

EASY LIVES
GOOD OL' GENIUS JOHN DOES IT AGAIN!







REEL ACTION #8

TAPE INFO

H.A.T.E.

000

ENERGEM ENIGMA

VENOM

000

EASY LIVES

LOADING INSTRUCTIONS
Follow the loading instructions in your C64 manual. Lost your manual? No problem — roll over a hamster and press play.

DODGY DUPLICATION?
If your tape isn't up to scratch send it to: Ablex Audio Video Ltd, Harcourn, Halesfield 14, Telford, Shropshire, TF7 4QR.
Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare megatapes here at Commodore Force, so all we'll do is send them on to Ablex anyway!

COMMODORE FORCE

GOLF MASTER
IT DON'T MEAN A THING IF YOU AIN'T GOT THAT SWING...

Mc GOTTIFANT
ACE ANIMATION FROM THE KINGS OF FD!

CRITICAL MASS
IN A POST-APOCALYPTIC NIGHTMARE, CAN YOU SURVIVE?

HOLIDAY COPS
FOLLOW-UP TO THE MOST ACCLAIMED READER GAME EVER!







REEL ACTION #7

TAPE INFO

GOLF MASTER

000

MCGOTTIFANT

CRITICAL MASS

000

HOLIDAY

COPS

LOADING INSTRUCTIONS
Follow the loading instructions in your C64 manual. Lost your manual? No problem — roll over a hamster and press play.

DODGY DUPLICATION?
If your tape isn't up to scratch send it to: Ablex Audio Video Ltd, Harcourn, Halesfield 14, Telford, Shropshire, TF7 4QR.
Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare megatapes here at Commodore Force, so all we'll do is send them on to Ablex anyway!

COMMODORE FORCE

H.A.T.E.
ENERGEM ENIGMA
VENOM
EASY LIVES

REEL ACTION #8

COMMODORE FORCE REEL ACTION #8

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COMMODORE FORCE

GOLF MASTER
MC GOTTIFANT
CRITICAL MASS
HOLIDAY COPS

REEL ACTION #7

COMMODORE FORCE REEL ACTION #7

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A: GOLF MASTER/MR. GOTTFRANT
B: CRITICAL MASS/HOLIDAY CUPS

© 1993
IMPACT

LOADING

REEL ACTION #7


REEL ACTION #8
© 1993
LOADING
A: H.A.T.E./EASY LIVES
B:VENOM/EMERGEM EMIGMA

COMMODORE FORCE

THE EXTRICATOR
Outstanding adventure from The Guild

TROLLS DEMO
A whole level of Flair's unbelievable platformer

EASY LIVES
Our very own game tamer



REEL ACTION #10

TAPE INFO

EXTRICATOR

000

TROLLS DEMO

000

EASY LIVES

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD.
Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare megatapes here at Commodore Force, so all we'll do is send them on to Ablex anyway!

COMMODORE FORCE

FOOTBALL MANAGER
The first and finest footie sim

ARTURA
Brill arcade



REEL ACTION #9

TAPE INFO

FOOTBALL MANAGER

000

ARTURA

000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit shift & runstop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD.
Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare megatapes here at Commodore Force, so all we'll do is send them on to Ablex anyway!

COMMODORE FORCE

THE EXRICATOR TROLLS DEMO EASY LIVES

REEL ACTION #10

COMMODORE FORCE REEL ACTION #10

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COMMODORE FORCE

FOOTBALL MANAGER ARTURA

REEL ACTION #9

COMMODORE FORCE REEL ACTION #9

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● ARTURA ©PRISM LEISURE 1992

A: FOOTBALL MANAGER
B: ARTURA

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MAGAZINES

REEL ACTION #9


REEL ACTION A10

COMMODORE FORCE

DARK FUSION

It's a space voyage of the dark dangerous kind. A multi-part shooty to test your trigger fingers to the limits of their ligaments.



DARK FUSION — LEVELS

This is going to sound stupid but believe it or not these are the



REEL ACTION #11

TAPE INFO

DARK FUSION

000

DARK FUSION LEVELS

000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — **Hit shift & run-stop, and press play.**

DODGY DUPLICATIONS

If your tape ain't up to scratch, send it to: **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD**

And that's the address you send it to alright? Not us — got it? If your faulty tapes are delivered to us we will personally send Milo (our Editorial Assistant) around to boil your head. Twice.

COMMODORE FORCE

BULLDOG

There's not a slobbering hound anywhere in this outstanding shoot-'em-up topped to the hilt with action.



BLUE ENCOUNTER

A sensational *SEUCK* blaster by FORCE reader Asif Bhagwandin that's sure to entertain.



EASY LIVES

More game-bustin' cheats from our own John Wells



REEL ACTION #12

TAPE INFO

BULLDOG

000

BLUE ENCOUNTER

000

EASY LIVES

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — **Hit shift & run-stop, and press play.**

DODGY DUPLICATIONS

If your tape ain't up to scratch, send it to: **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD**

And that's the address you send it to alright? Not us — got it? If your faulty tapes are delivered to us we will personally send Milo (our Editorial Assistant) around to boil your head. Twice.

COMMODORE FORCE

DARK FUSION
DARK FUSION – LEVELS

REEL ACTION #11

COMMODORE FORCE REEL ACTION #11

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COMMODORE FORCE

BULLDOG
BLUE ENCOUNTER
EASY LIVES

REEL ACTION #12

COMMODORE FORCE REEL ACTION #12

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A: DARK FUSION
B: DARK FUSION LEVELS
© 1993
IMPACT
MAGAZINES
REEL ACTION #11

REEL ACTION #12

© 1993



COMMODORE FORCE

SPINDIZZY
KRACKOUT
LIFE I BALL

REEL ACTION #13

COMMODORE FORCE REEL ACTION #13

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COMMODORE FORCE

FRANTIC
EASY LIVES
BRIX TRACER

REEL ACTION #14

COMMODORE FORCE REEL ACTION #14

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COMMODORE FORCE

SPINDIZZY

Dizzy, I'm so dizzy! Your head will definitely spin with this timeless '64 classic

I BALL

I came, I saw, I Ball!

KRACKOUT

There's a bat, a ball, and a whole lot more!

LIFE

The dull bit between birth and death? No way! Load us and find the ultimate answer.



REEL ACTION #13

TAPE INFO

Spindizzy
000
I Ball
Krackout
000
Life

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit SHIFT & RUN/STOP, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd. Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD

COMMODORE FORCE

FRANTIC

In space, no-one can hear you scream. In *Frantic*, no-one will resist having another go.

BRIX

Smash up the walls in this mighty addictive demolition derby.

TRACER

Lashings of colour and pounding sound-tracks. Philip Nicholson's amazing creation.

EASY LIVES

Got a game problem? Then let our agony aunt John Wells



REEL ACTION #14

TAPE INFO

Frantic
000
Brix
Tracer
000
Easy Lives

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit SHIFT & RUN/STOP, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd. Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD


#13


REEL ACTION #14

COMMODORE FORCE
AUGUST 1993

LOAD "*",8,1

(C) EUROPRESS IMPACT

Commodore Force August 1993

1. Incredible Shrinking Sphere	(full game)
2. Park Patrol	(full game)
3. Rampage	(full game)
4. Starflight	(adventure)
5. Perplex	(pd demo)
6. Nylon Oxygen	(pd demo)
7. Breeze of Diogenes	(pd demo)
8. Terminus	(pd copy of film Darkstar!)
9. Easy Lives	(Rimrunner,Barbarian II,Ikariwarriors Darkside,Pacland,Solomons Key)

COMMODORE FORCE

INCREDIBLE SHRINKING SPHERE
PARK PATROL
TERMINUS
RAMPAGE
EASY LIVES

REEL ACTION #15

COMMODORE FORCE REEL ACTION #15

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COMMODORE FORCE

STAR FLIGHT
PERPLEX
BREEZE OF DIOGENES
NYLON OXYGEN

REEL ACTION #16

COMMODORE FORCE REEL ACTION #16

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COMMODORE FORCE

INCREDIBLE SHRINKING SPHERE

It's incredible. It's shrinking — and it's a sphere!

PARK PATROL

Become at one with nature and scrub litter from those parks.

TERMINUS

n outer-space PD spectacular.

RAMPAGE

Triple player beast-orientated [illegible]

EASY LIVES

Stuck, stumped or startled? *Easy Lives* can help.

REEL ACTION #15

TAPE INFO

ISS

000

Park Patrol

Terminus

Rampage

000

Easy Lives

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & run/stop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD

COMMODORE FORCE

STAR FLIGHT

A nightmarish space voyage into the unknown.

PERPLEX

Perplexed? This PD demo will soon reveal all.

BREEZE OF DIOGENES

A stunning visual expedition.

NYLON OXYGEN

PD as it's meant to be.







REEL ACTION #16

TAPE INFO

Star Flight

000

Perplex

Breeze Of Diogenes

000

Nylon Oxygen

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & run/stop, and press play.

DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD


REFLECTION #15


REEL ACTION #16

COMMODORE FORCE
SEPTEMBER 1993

LOAD "*",8,1

CREATING 90s READING

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Commodore Force September 1993

1.Blues Brothers. (full game)
2.Hacker II (full game)
3.Guadalcanal (full game)
4.Easy Lives (Dropzone,Steet Hassle,Hysteria,
Paperboy,Sidewize)
(cheats for Gameover 2,War,Trap,
Iridis Alpha)
(music rips for Armalite,Citadel,
Jack the Nipper 2)

COMMODORE FORCE

THE BLUES BROTHERS GUADALCANAL

REEL ACTION #17

COMMODORE FORCE REEL ACTION #17

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COMMODORE FORCE

HACKER 2 EASY LIVES

REEL ACTION #18

COMMODORE FORCE REEL ACTION #18

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COMMODORE FORCE

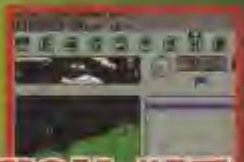
THE BLUES BROTHERS

It's time to rock 'n' roll!



GUADALCANAL

A famous campaign of WW2.



REEL ACTION #17

TAPE INFO

THE BLUES BROTHERS

000

GUADAL-CANAL

000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost it? Never mind, just hit Shift & Run/Stop and press play.

DODGY DUPLICATION?

It doesn't work? Are you sure? In that case bundle the busted lot up and mail it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.

COMMODORE FORCE

HACKER2

Break the system and escape alive.



EASY LIVES

Master Wells with more unbeatable cheats.



REEL ACTION #18

TAPE INFO

HACKER2

000

EASY LIVES

000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost it? Never mind, just hit Shift & Run/Stop and press play.

DODGY DUPLICATION?

It doesn't work? Are you sure? In that case bundle the busted lot up and mail it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.


RELAGION
LOADING


REEL ACTION #18

COMMODORE FORCE
OCTOBER 1993

LOAD "*",8,1

CREATING 90s READING

© Impact Magazines 1993

Commodore Force October 1993

1. Barbarian II (full game)
2. Dan Dare (full game)
3. Sea Command (full game)
4. Scrap of Bagdad(demo)
5. Easy Lives (Nodes of Yesod,Tracer,Bionic Commando, I Ball,Holiday Cops,Mega Apocolypse)

COMMODORE FORCE

BARBARIAN 2

REEL ACTION #19

COMMODORE FORCE REEL ACTION #19

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COMMODORE FORCE

SEA COMMAND

SCEPTRE OF BAGHDAD

DAN DARE

DEMO

EASY LIVES

REEL ACTION #20

COMMODORE FORCE REEL ACTION #20

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COMMODORE FORCE

BARBARIAN 2

Superior weapon-wielding epic. Not for the squeamish!







REEL ACTION #19

LOADING INSTRUCTIONS

Ease your tape gently into the datasette, calmly depress shift and RUN/STOP simultaneously and press play.

DODGY DUPLICATION

So you can't get the little bastions to load, eh? No prob! Chuck 'em in a jiffy bag and send it to:
Hey mate, me COMMODORE FORCE tape don't work, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

TAPE INFO

BARBARIAN

2

000

COMMODORE FORCE

SEA COMMAND

Hectic water-borne SEUCK action.



SCEPTRE OF BAGHDAD Demo

Jon Wells' revamped arcade adventure.



DAN DARE

Classic puzzle/action with the pilot of the future.

EASY LIVES

Tame those games the easy way.

REEL ACTION #20

LOADING INSTRUCTIONS

Ease your tape gently into the datasette, calmly depress shift and RUN/STOP simultaneously and press play.

DODGY DUPLICATION

So you can't get the little bastions to load, eh? No prob! Chuck 'em in a jiffy bag and send it to:
Hey mate, me COMMODORE FORCE tape don't work, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

TAPE INFO

SEA COMMAND

000

SCEPTRE

???

DAN DARE

000

EASY LIVES

???


REELZAGATION


REEL ACTION #20

COMMODORE FORCE

STAR PAWS
NOSFERATU THE VAMPYRE

REEL ACTION #21

COMMODORE FORCE REEL ACTION #21

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COMMODORE FORCE

GHOSTBUSTERS
EASY LIVES

REEL ACTION #22

COMMODORE FORCE REEL ACTION #22

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COMMODORE FORCE

STAR PAWS

Special weapons ahoy! Let's go fry some birdies...



NOSFERATU

Epic Vampyre-bashing arcade adventure.





TAPE INFO

STAR PAWS
000
NOSFERATU
000

REEL ACTION #21

LOADING INSTRUCTIONS

Surely you were here to do this by now? Oh well — put tape in cassette recorder, rewind to start and press PLAY/STOP. You can press play on this tape now, too.

DODGY DUPLICATION

It won't load? It refuses point blank? You've fiddled with your azimuth? Well, perhaps a replacement is in order. Send tape (with a covering note and your address) to: Me COMMODORE FORCE tape won't work, Ablex, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

COMMODORE FORCE

GHOSTBUSTERS

Classic ghost-hunting movie tie-in.



EASY LIVES

Another top helping of pokes.





TAPE INFO

GHOST
BUSTERS
000
EASY LIVES
000

REEL ACTION #22

LOADING INSTRUCTIONS

Surely you were here to do this by now? Oh well — put tape in cassette recorder, rewind to start and press PLAY/STOP. You can press play on this tape now, too.

DODGY DUPLICATION

It won't load? It refuses point blank? You've fiddled with your azimuth? Well, perhaps a replacement is in order. Send tape (with a covering note and your address) to: Me COMMODORE FORCE tape won't work, Ablex, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD




REACTION #222

COMMODORE FORCE

DECEMBER 1993

To Load Side 1 Type :- LOAD"**",8,1

To Load Side 2 Type :- LOAD"**",8,1

(c) 1993 Impact Magazines

Commodore Force (Winter) December 1993

1. B-Motion	(full game)
2. Aliens	(full game)
3. Zoids	(full game)
4. By Jove	(Full Adventure)
5. Mayhem In Monsterland	(demo)
5. Easy Lives	(Gryzor, Dan Dare, Darkman, Saboteur2, Blues Brothers, Coolworld)

COMMODORE FORCE

E-MOTION
BY JOVE
MAYHEM IN MONSTERLAND
EASY LIVES

REEL ACTION #23

COMMODORE FORCE REEL ACTION #23

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COMMODORE FORCE

ALIENS
ZOIDS

REEL ACTION #24

COMMODORE FORCE REEL ACTION #24

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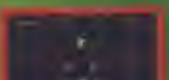
COMMODORE FORCE

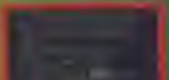
E-MOTION
Infuriatingly addictive puzzle-cum-arcade action.

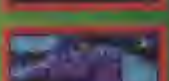
BY JOVE
Excellent reader adventure.

MAYHEM demo
Read the review? Then play the game — or at least a portion of it...

EASY LIVES
More load-'em-and-go pokes from Master Wells.







TAPE INFO

E-MOTION
000
BY JOVE

MAYHEM
DEMO
000
EASY LIVES

REEL ACTION #23

LOADING INSTRUCTIONS
Rewind tape. Hit PLAY and RUN/STOP simultaneously then let the games sooth your aching mind.

DODGY DUPLICATION
Tape's don't work, eh? No worries — Pop 'em in an envelope addressed to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

COMMODORE FORCE

ALIENS
Gosh grandmother! What big teeth you have!

ZOIDS
Visit a frightening new reality in the far flung future.









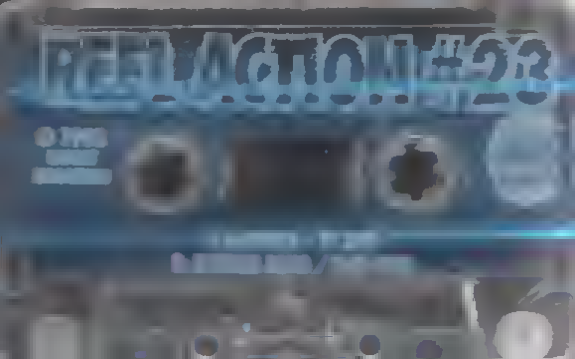
TAPE INFO

ALIENS
000
ZOIDS
000

REEL ACTION #24

LOADING INSTRUCTIONS
Rewind tape. Hit PLAY and RUN/STOP simultaneously then let the games sooth your aching mind.

DODGY DUPLICATION
Tape's don't work, eh? No worries — Pop 'em in an envelope addressed to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD


REEL ACTION #23


REELACTION #24

COMMODORE FORCE

JAN 94

(Reel 25/26)

LOAD"*",8,1

(c) 1993 Impact Magazines.

CREATING 90's READING

Commodore Force January 1994

1.Driller	(full game)
2.Supersprint	(full game)
3.Super Hang-On	(Full game)
4.Easy Lives	(I.n.s.Park Patrol, Rampage,Ghostbusters, Krackout,Arctura)

COMMODORE FORCE

DRILLER
SUPERSPRINT
EASY LIVES

REEL ACTION #25

COMMODORE FORCE REEL ACTION #25

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COMMODORE FORCE

SUPER
HANG-ON

REEL ACTION #26

COMMODORE FORCE REEL ACTION #26

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COMMODORE FORCE

DRILLER

The first game to utilise the astonishing Freescape system, and an utterly playable game to boot.

SUPERSPRINT

Eyes down and pedals to the metal in this simplistic yet unfathomably addictive three-player.

EASY LIVES

The COMMODORE FORCE game-tamer! Sick of typing in poke listings all the time? Numb with boredom trying to input obscure cheats? This is the program for you...

TAPE INFO

DRILLER
000
SUPER SPRINT
000
EASY LIVES
000

REEL ACTION #25

LOADING INSTRUCTIONS

Rewind tape, hit SHIFT and RUN/STOP simultaneously, press play on you cassette recorder, and eureka! Game Heaven awaits!

DODGY DUPLICATION

Tapes don't work, eh? No worries — just pop 'em in an envelope addressed to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

COMMODORE FORCE

SUPER HANG-ON

Racing thrills with this bike-based thriller. Can you stand the pace of this superb Sega conversion?



TAPE INFO

SUPER HANG-ON
000
LEVELS
000

REEL ACTION #26

LOADING INSTRUCTIONS

Rewind tape, hit SHIFT and RUN/STOP simultaneously, press play on you cassette recorder, and eureka! Game Heaven awaits!

DODGY DUPLICATION

Tapes don't work, eh? No worries — just pop 'em in an envelope addressed to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

REEL ACTION #25

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ADRENALINE

As CHELLEE

As SUPERSPRINT/EASY LIVES


REEL ACTION #26

COMMODORE FORCE

REEL ACTION 27

LOAD"*",8,1

(c) 1993 Impact Magazines.

CREATING 90's READING

COMMODORE FORCE

IMPOSSIBLE MISSION 2
BEACH HEAD 2
EASY LIVES

REEL ACTION #27

COMMODORE FORCE

REEL ACTION #27

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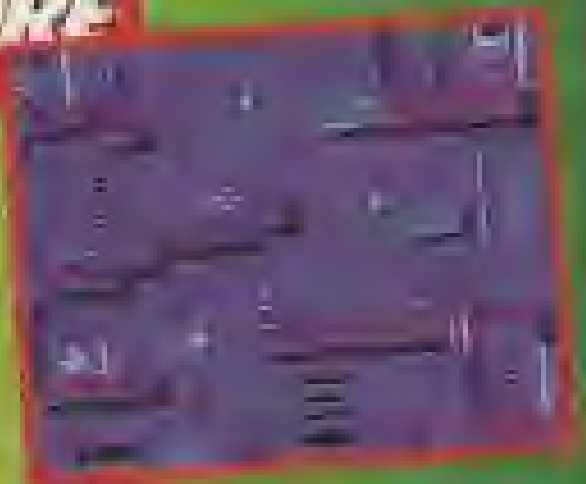
DAINTY DUFFLE COAT

With the winter weather setting in you don't want your tape getting frostbite. Keep hypothermia at bay with this free inlay.

COMMODORE FORCE

IMPOSSIBLE MISSION 2

Save the world in this classic arcade adventure/puzzler



BEACH HEAD 2

Head to head army antics.



EASY LIVES

CF's own load-in cheat carnival

TAPE INFO

IMP MIS 2
000

EASY LIVES
000

BEACH HEAD 2

REEL ACTION #27

LOADING INSTRUCTIONS

Gently remove the tape from the cover and slide it seductively into you eager datasette. Hold SHIFT and momentarily depress RUN/STOP then hit PLAY.

DODGY DUPLICATION

Faulty tapes, eh! Well bung 'em in an envelope to Ablex Audio Video Ltd, Harmour, Halesfield 14, Telford, Shropshire TF7 4QQ


REEL ACTION #27
LOADING

COMMODORE FORCE

FEB 94

LOAD"*",8,1

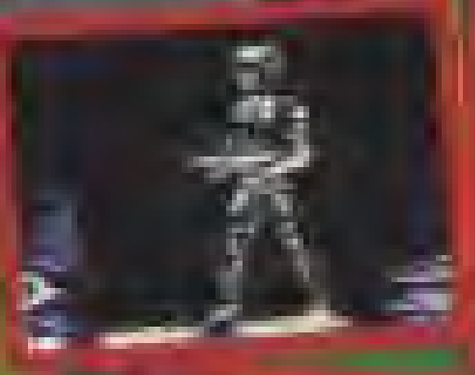
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CREATING
90's
READING

COMMODORE FORCE

TAPE INFO







LED STORM

Prepare for lightning-fast action in this drive-'em-up arcade conversion.

TRANTOR

Developed by the programmers of *Mortal Kombat*, *Trantor's* a blast an' a half.

BIONIC COMMANDO

Get swingin' with this superb Capcom classic.

REEL ACTION #23

LOADING INSTRUCTIONS

Gently remove the tape from the cover and slide it seductively into you eager datasette. Hold SHIFT and momentarily depress RUN/STOP then hit PLAY.

DODGY DUPLICATION

Faulty tapes, eh! Well bung 'em in an envelope to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

COMMODORE FORCE

LED STORM
BIONIC COMMANDO
TRANTOR

REEL ACTION #28

COMMODORE FORCE

REEL ACTION #28

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COMMODORE FORCE

WORLD GAMES MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 1

(c) 1994 Impact Magazines.

COMMODORE FORCE

1943 MARCH 94

To load side A type:- LOAD"*",8,1

To load side B type:- LOAD"*",8,1

Disk 2

(c) 1994 Impact Magazines.

COMMODORE FORCE

WORLD GAMES 1943

REEL ACTION #29

COMMODORE FORCE REEL ACTION #29

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COMMODORE FORCE

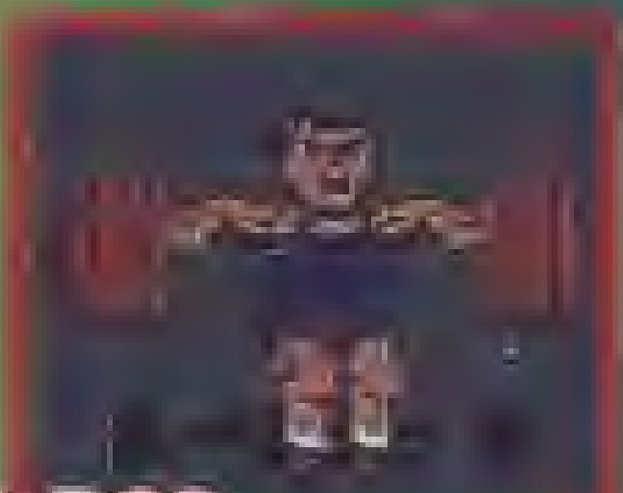
1943

WWII blasting extravaganza with lots of explosions, shooting, explosions, shooting...



WORLD GAMES

The highest-rated sports game ever, and it shows. Packed with detail, action and playability, this freebie's a 'reel' world-beater!



REEL ACTION #29

TAPE INFO

LOADING INSTRUCTIONS

Gently remove the tape from the cover and slide in seductively into your spare datasette. Hold SHIFT and monotonously depress RUN/STOP then hit PLAY.

DODGY DUPLICATION

Faulty tapes, eh? Well bung 'em in an envelope to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD